

**Results Key:**

**JNL** = Journal or Magazine   **CNF** = Conference   **STD** = Standard

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**1 Virtual Human: a computer graphics model for biomechanical simulations and computer-aided instruction**

*Sellberg, M.S.; Vanderploeg, M.J.;*

Engineering in Medicine and Biology Society, 1994. Engineering Advances: New Opportunities for Biomedical Engineers. Proceedings of the 16th Annual International Conference of the IEEE , 3-6 Nov. 1994

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**2 Physically-based animation of volumetric objects**

*Chen, Y.; Qing-Hong Zhu; Kaufman, A.; Muraki, S.;*

Computer Animation 98. Proceedings , 8-10 June 1998

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**3 Muscle modeling for facial animation in videophone coding**

*Braccini, C.; Curinga, S.; Grattarola, A.A.; Lavagetto, F.;*

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*Aubel, A.; Thalmann, D.;*

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**5 Hybrid anatomically based modelling of animals**

*Schneider, P.J.; Wilhelms, J.;*

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**6 A physically-based model for real-time facial expression animation**

*Zhang, Y.; Sung, E.; Prakash, E.;*

3-D Digital Imaging and Modeling, 2001. Proceedings. Third International Conference on , 28 May-1 June 2001

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**7 Skin aging estimation by facial simulation**

*Yin Wu; Pierre Beylot; Magnenat Thalmann, N.;*  
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**8 A physically-based model with adaptive refinement for facial animation**  
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**9 A new physical model with multilayer architecture for facial expression animation using dynamic adaptive mesh**  
*Yu Zhang; Prakash, E.C.; Sung, E.;*  
Visualization and Computer Graphics, IEEE Transactions on , Volume: 10 , Issue: 3 , May-June 2004  
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**10 Facial animation**  
*Dubreuil, N.; Bechmann, D.;*  
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**11 Statistical generation of 3D facial animation models**  
*Rudomin, I.; Bojorquez, A.; Cuevas, H.;*  
Shape Modeling International, 2002. Proceedings , 17-22 May 2002  
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**12 A step towards universal facial animation via volume morphing**  
*Ulgen, F.;*  
Robot and Human Communication, 1997. RO-MAN '97. Proceedings., 6th IEEE International Workshop on , 29 Sept.-1 Oct. 1997  
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**13 Modeling, tracking and interactive animation of faces and heads//using input from video**  
*Essa, I.; Basu, S.; Darrell, T.; Pentland, A.;*  
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**14 Emulation of the animal muscular actuation system in an experimental platform**  
*García-Cordova, F.; Guerrero-Gonzalez, A.; Pedreno-Molina, J.L.; Moran, J.C.;*

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15 **Neuro-fuzzy extraction of angular information from muscle afferents for ankle control during standing in paraplegic subjects: an animal model**

*Micera, S.; Jensen, W.; Sepulveda, F.; Riso, R.R.; Sinkjaer, T.;*

Biomedical Engineering, IEEE Transactions on , Volume: 48 , Issue: 7 , July 2001

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